

5 COOL GIFTS!



2 FUN PACKS



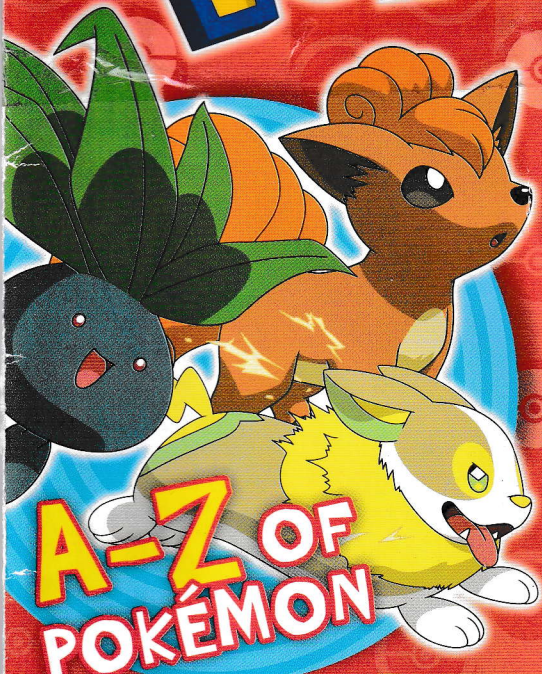
2 BOUNCY BALLS



70 STICKERS

100% OFFICIAL MAGAZINE

POKÉMON



A-Z OF POKÉMON

Cool posters

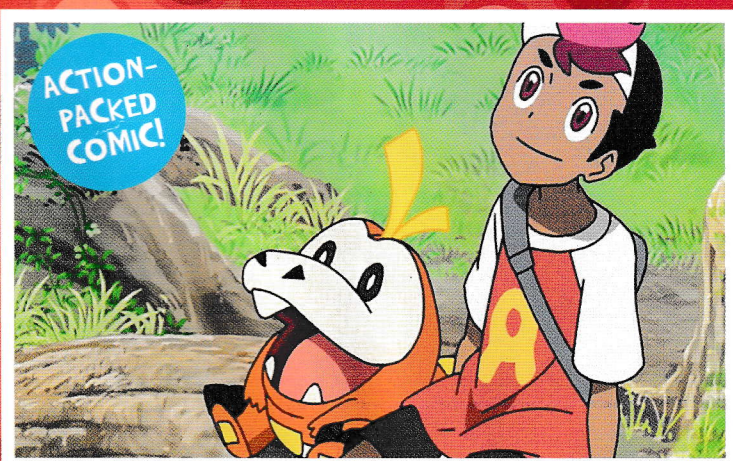


TOP TRAINER CHALLENGES!

WITH BULBASUR, CHARMANDER AND SQUIRTLE!

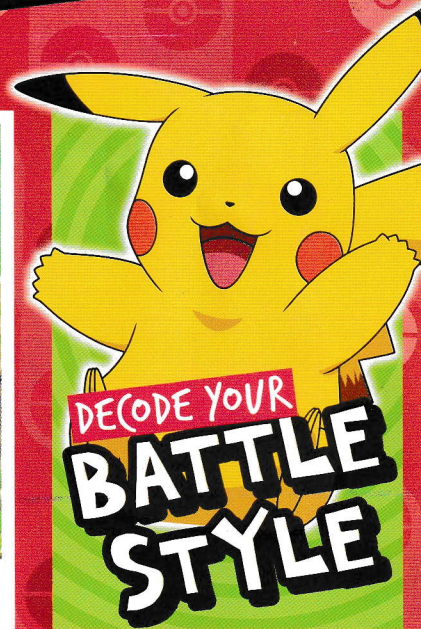


WIN!
A LIGHT-UP POKÉ BALL



ACTION-PACKED COMIC!

FUECOCO'S SECRET SKILL!



DECODE YOUR BATTLE STYLE

PLUS!



SALAMENCE



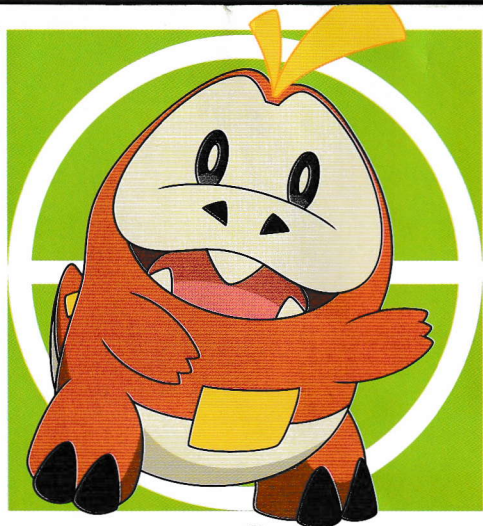
IGGLYBUFF



CACNEA

Warning! Choking hazard. Small parts.





Greetings Trainer!

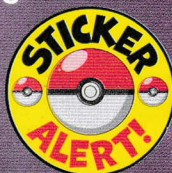
Continue your research with the second part of our A-Z of Pokémon, before getting stuck into an ultimate quiz all about Charmander. There's also a fun drawing decoder that'll tell you what your Pikachu picture says about you, a huge Poké Ball win plus some epic Eevee Evolution posters. Have fun!

The Pokémon Mag team



AWESOME STICKERS!

Use your stickers to complete the pages when you see this sign.



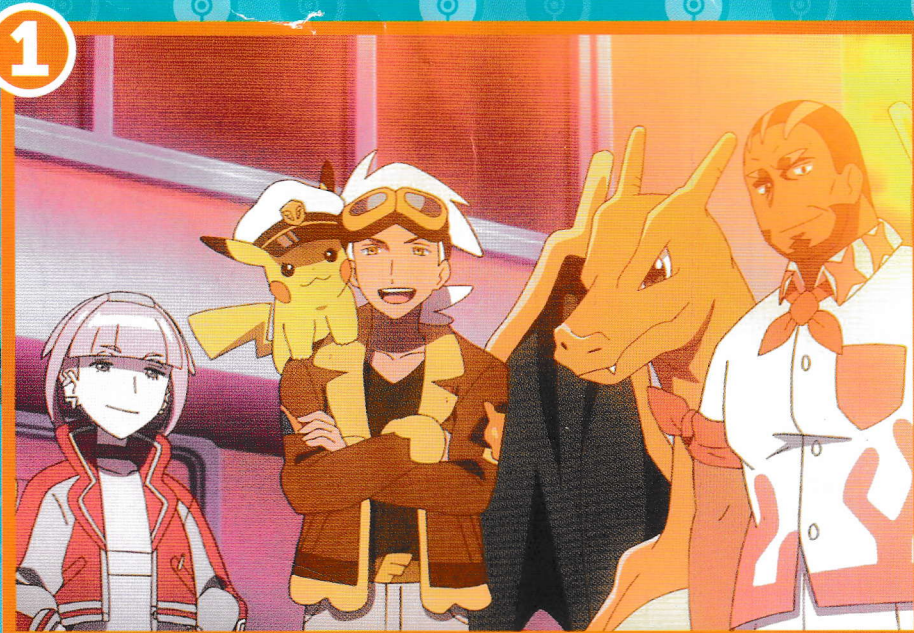
SPOT THE DIFFERENCE!



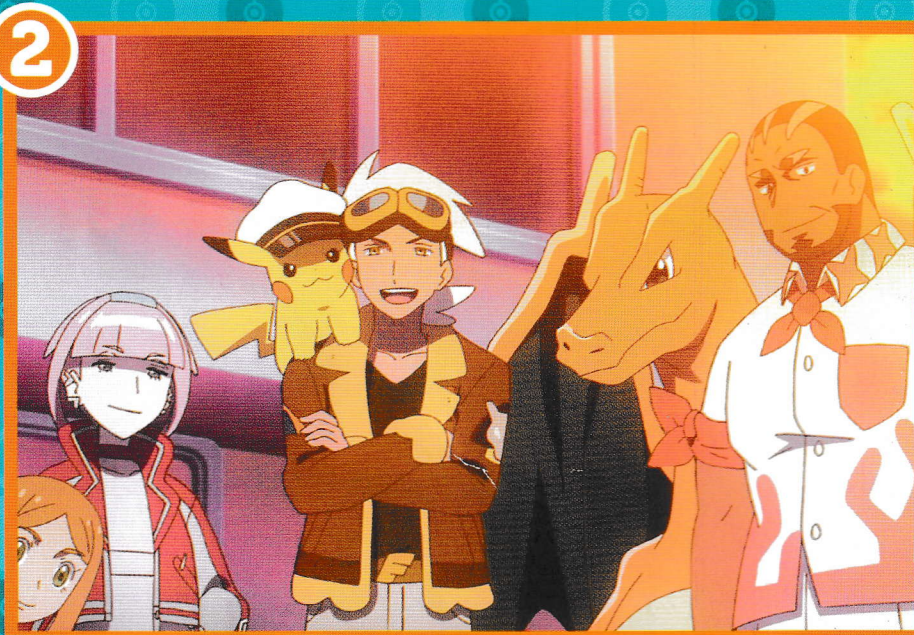
Can you **CIRCLE SIX DIFFERENCES** between these two pictures of the Rising Volt Tacklers?



1



2



Stick a Poké Ball here every time you spot a difference.

ANSWERS ON PAGE 35!

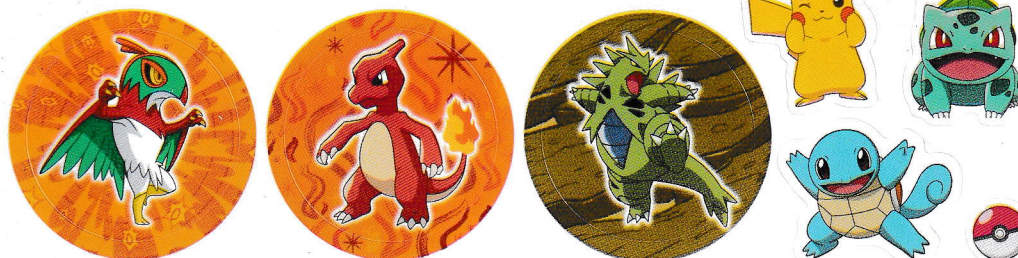
Use your sticker here	2	Use your sticker here	4	Use your sticker here	6
1	Use your sticker here	3	Use your sticker here	5	Use your sticker here



PAGE 2 SPOT THE DIFFERENCE



PAGE 20-21 THE ULTIMATE CHARMANDER QUIZ



KANTO

HOENN

GALAR

PAGE 27 COMIC QUIZ



ANCIENT POKÉ BALL

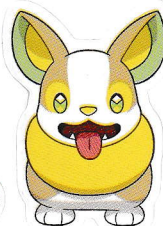
MASTER BALL

THUNDER STONE

SOLAR BEAM

POISON POWDER

STRING SHOT



POKÉMON
gotta catch 'em all!

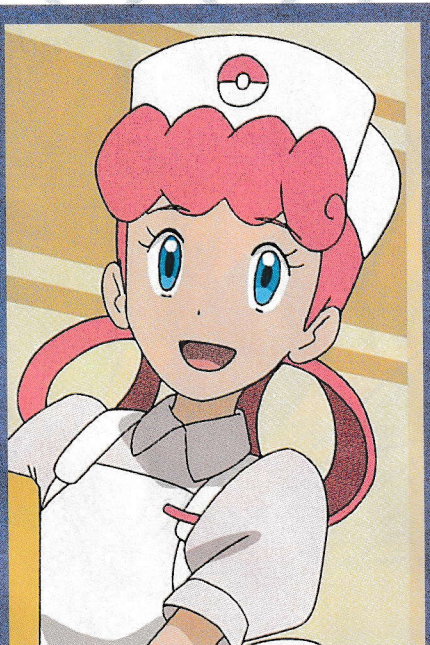


JOLTEON

**CONTINUED
FROM LAST
MONTH!**

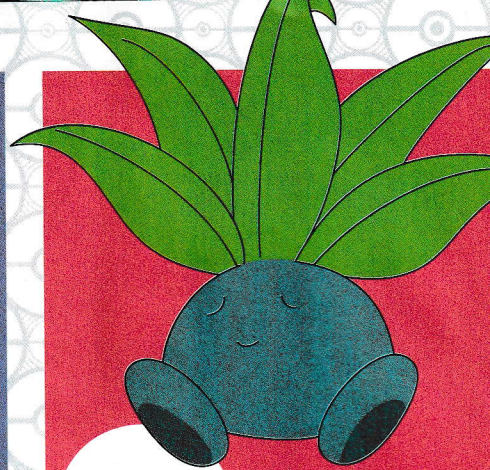
N NURSE JOY

These nurses are responsible for healing injured Pokémon brought into Pokémon Centers by their Trainers.



O ODDISH

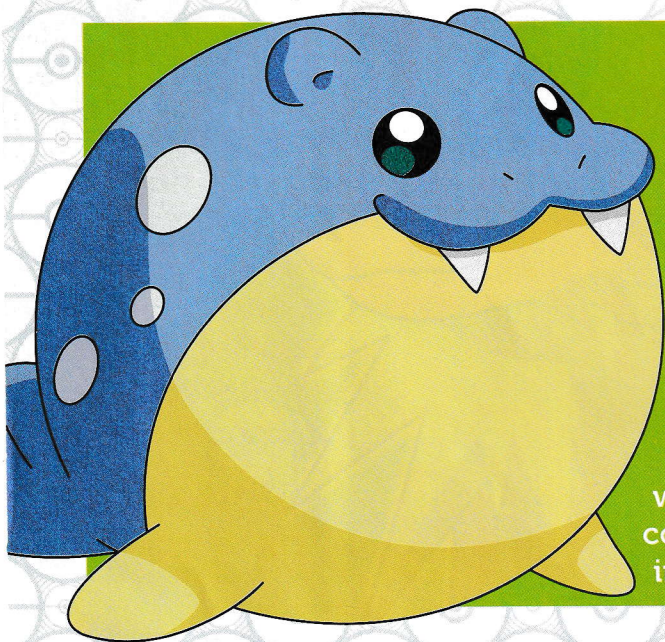
Its scientific name is Oddium wanderus. It's said to cover distances as far as 1,000 feet when night falls!



S

SPHEAL

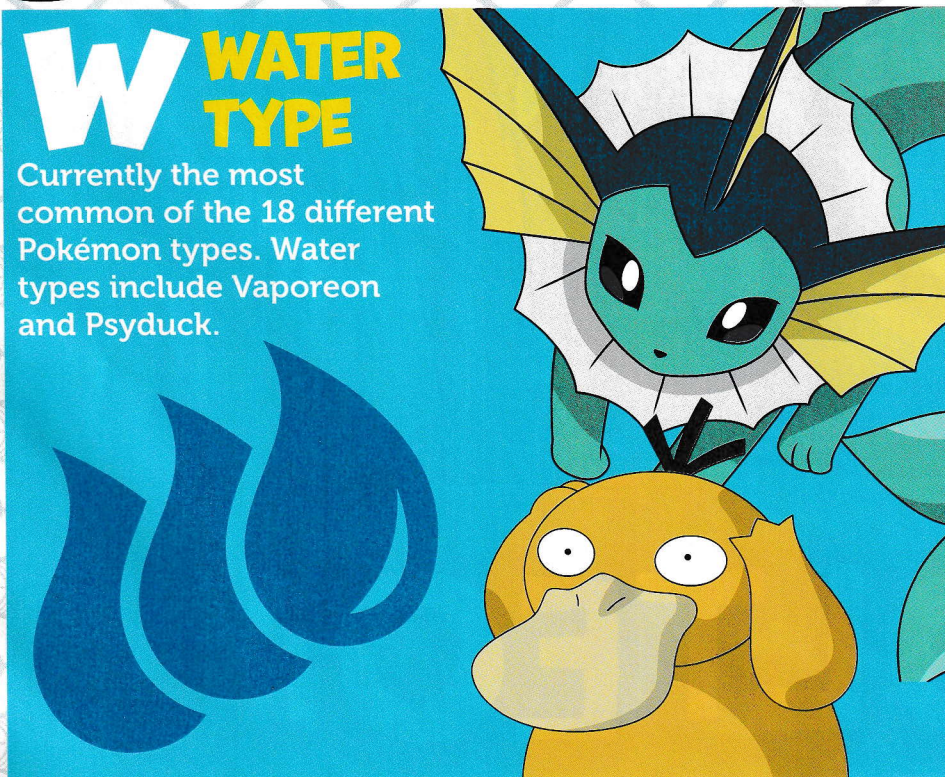
It's faster for Spheal to roll around than walk. Its body is covered in blubber and impressively round.



A **of** **POK**

W WATER TYPE

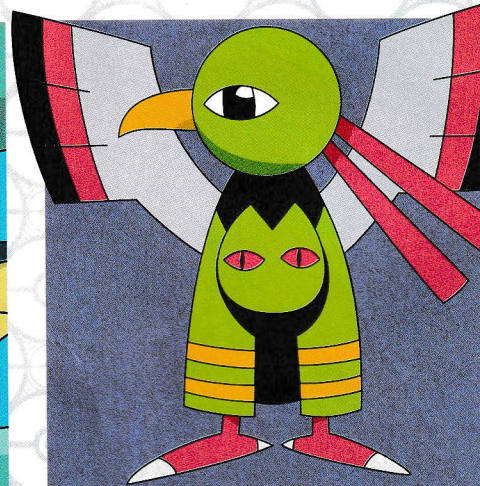
Currently the most common of the 18 different Pokémon types. Water types include Vaporeon and Psyduck.



X

XATU

This odd Pokémon can see both the past and the future.



PALDEA

The region where both Liko and Pokémon like Sprigatito, Fuecoco and Quaxly come from.



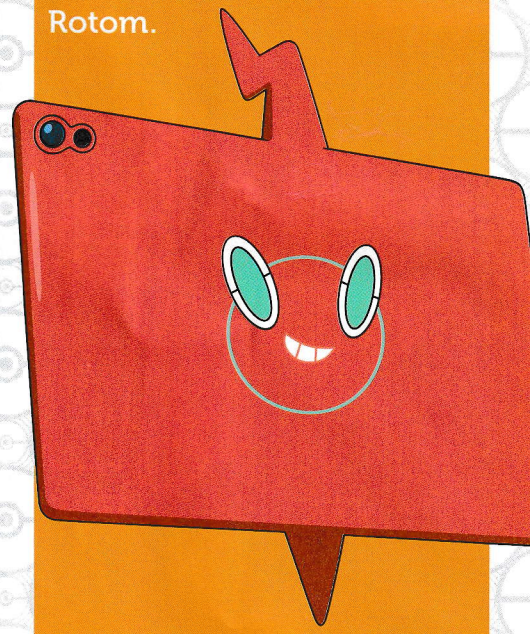
QUICK BALL

A type of Poké Ball that works best when used at the beginning of a battle.



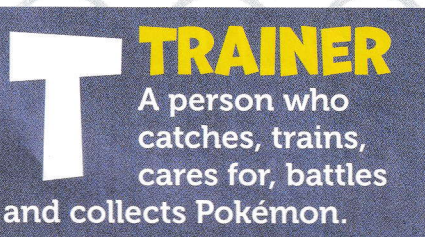
ROTOM PAD

A new and improved Pokédex found in Paldea, which contains the Pokémon Rotom.



TRAINER

A person who catches, trains, cares for, battles and collects Pokémon.



ULTRA BALL

An improved variant of Poké Ball which has a higher chance of catching wild Pokémon.



VULPIX

As its body grows larger, its six warm tails become more beautiful, with a more luxurious coat of fur.



Y

YAMPER

Yamper only assists people with their work because it wants treats. As it runs, it crackles with electricity!



Z-MOVE

A special type of move in which a Trainer and their Pokémon combine their power to unleash an extra-strong attack.

Complete your top Trainer look with your very own Poké Ball! **Five lucky readers** will win one of these five epic light-up, collectable accessories to take on fun adventures. **WHICH WILL YOU GET?!**

WIN! AN AWESOME POKÉ BALL!

**FIVE
WINNERS!**

Quick Ball

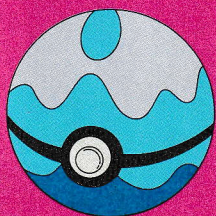
Heal Ball

HOW TO ENTER:

Just answer this question:

Where are Dive Balls most effective?

- A In caves
- B In water
- C In forests



EMAIL your answer, either A, B or C, with your name and phone number to 15693@pokemoncomps.co.uk

TEXT COMP POKE15693, plus A, B or C, and your name to 66644.

For example, text:
COMP POKE15693A John Smith

Closing date is 11.59pm on Wednesday 9 October 2024.

Entry cost will be however much your mobile phone company charges for one standard text at the time of entry. This competition is open to UK and Channel Islands residents with your parent/guardian's permission if you are under 18.

For competition rules, see page 35.

POKÉMON
gotta catch 'em all!

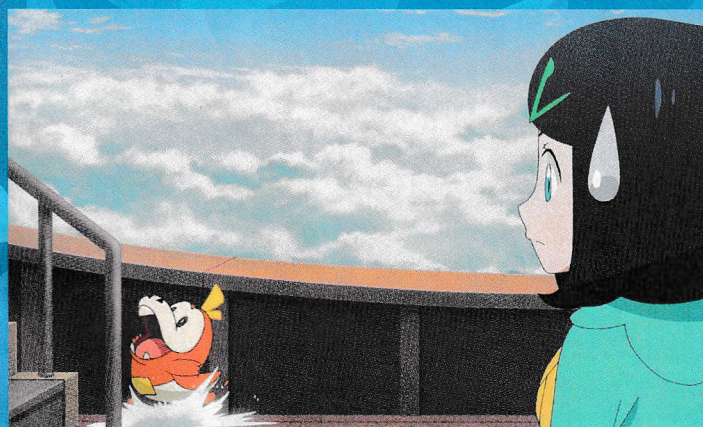
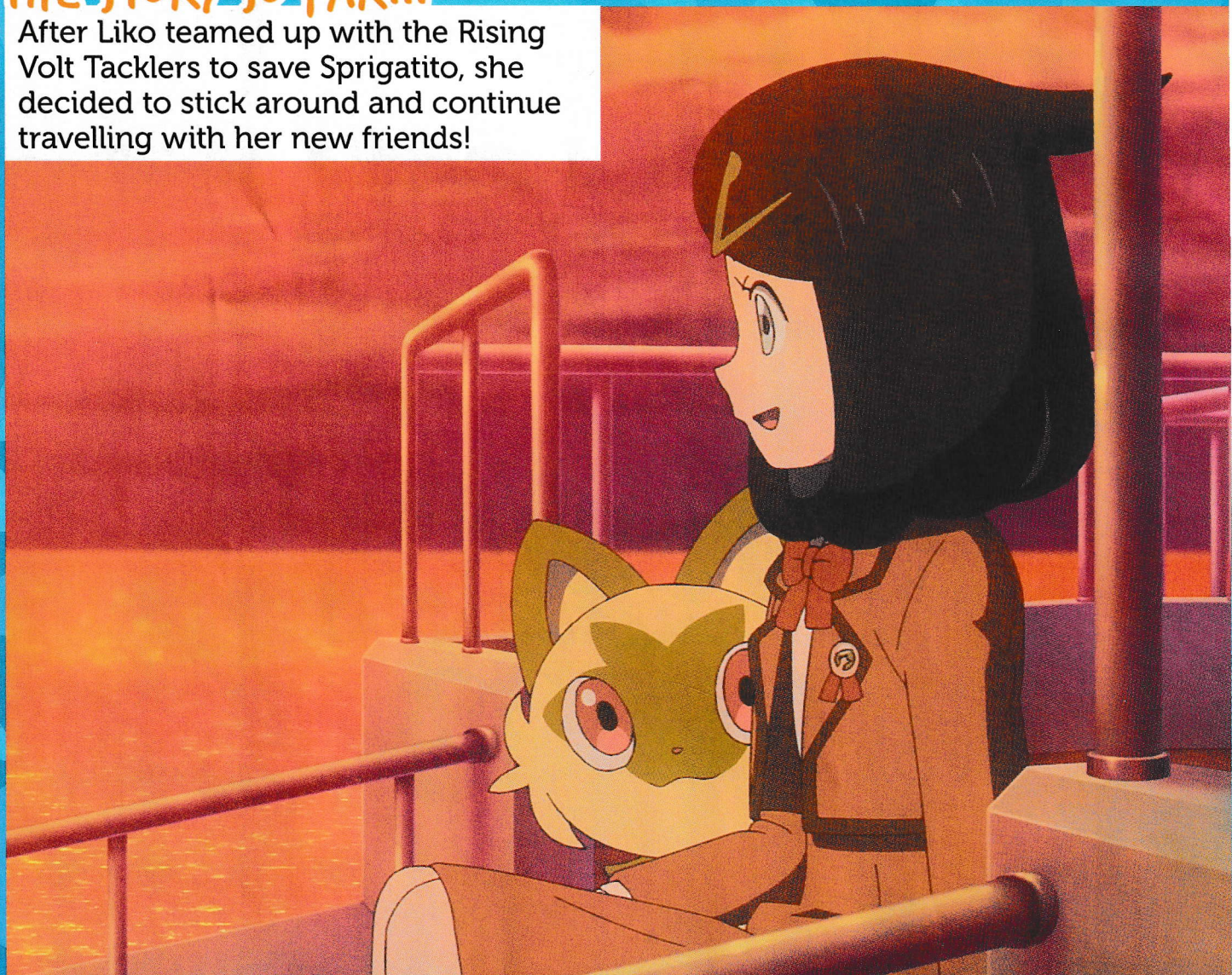


FLAREON

THE TREASURE AFTER THE STORM!

THE STORY SO FAR...

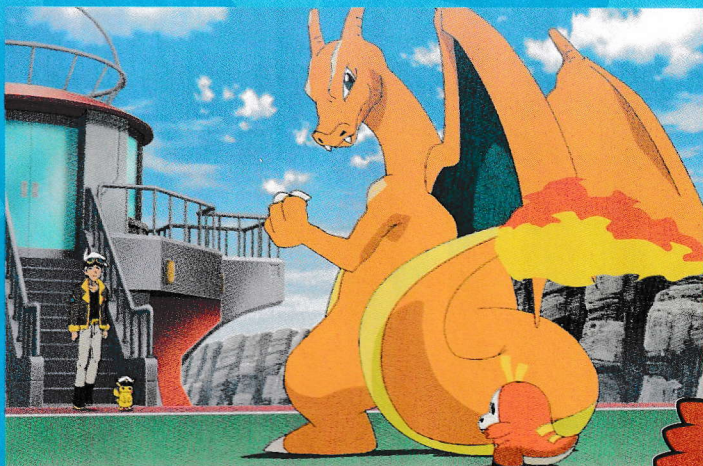
After Liko teamed up with the Rising Volt Tacklers to save Sprigatito, she decided to stick around and continue travelling with her new friends!



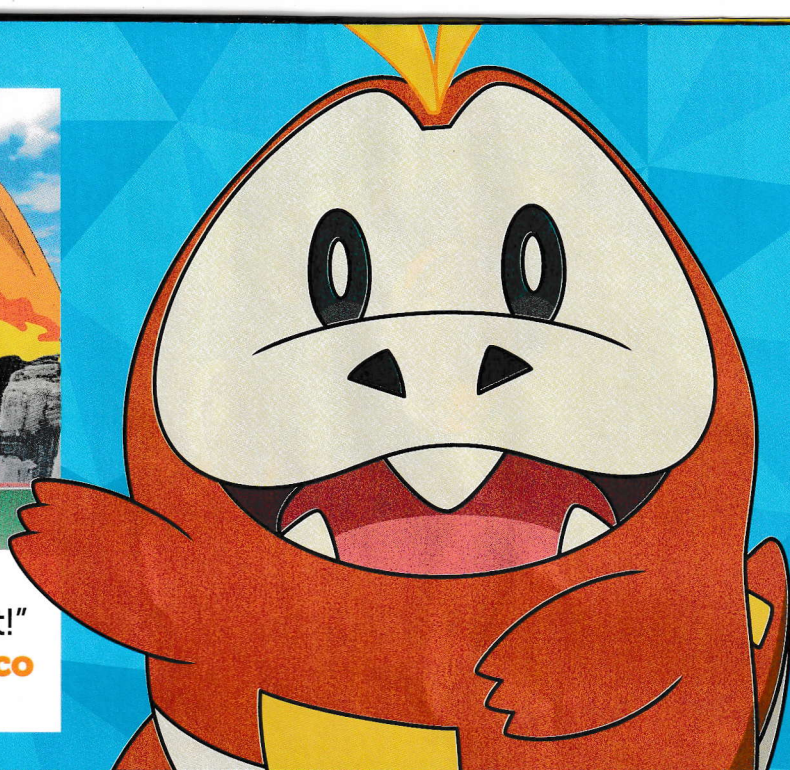
Liko has woken up to a strange wailing sound on The Brave Olivine. She follows it and discovers Fuecoco singing! When it sees her, it gets embarrassed and runs away.



In the captain's cockpit, Friede explains that the airship is landing on an island in the Kanto Region to do some repairs. "There's a local here who's helped me before," he says.



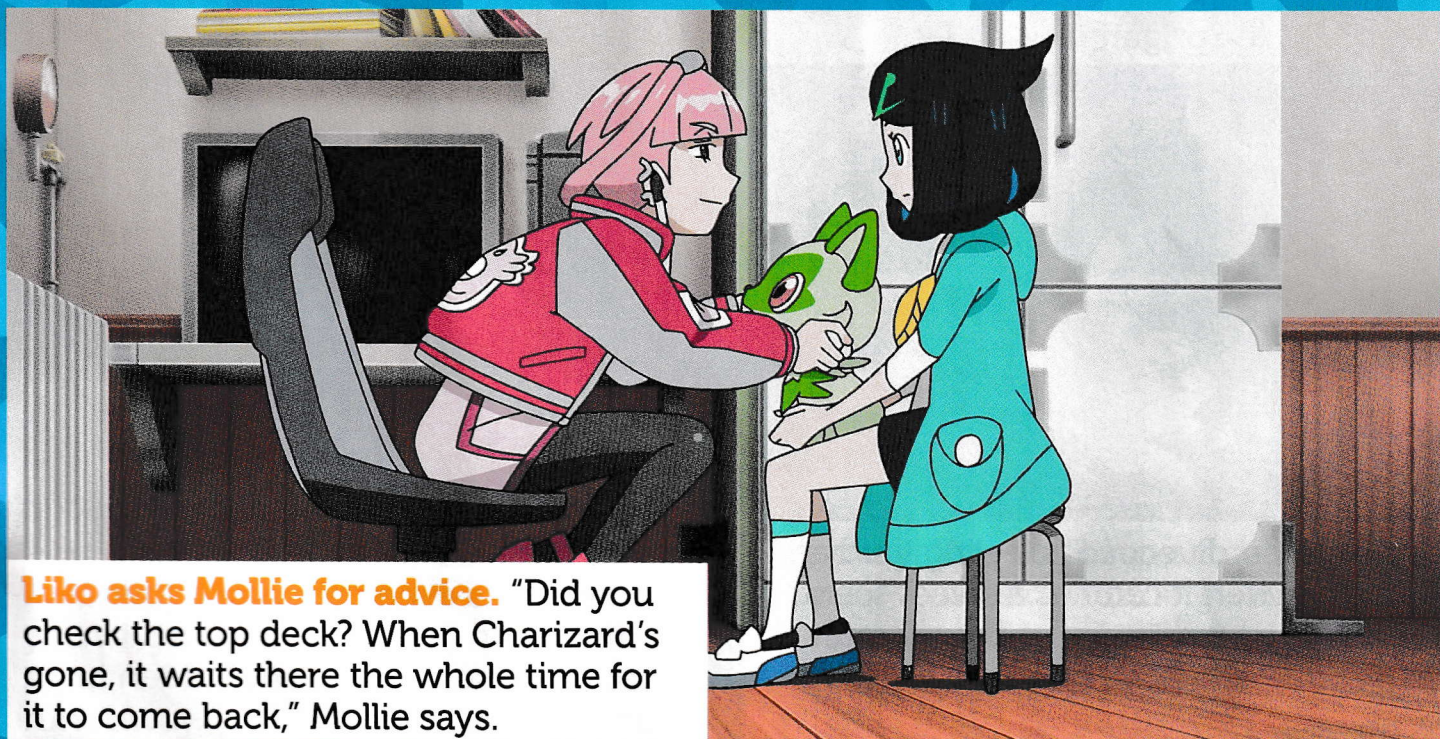
He heads out onto the flight deck. "C'mon, Charizard! We're heading out!" he says. **But as they fly away, Fuecoco chases them. It wants to help!**



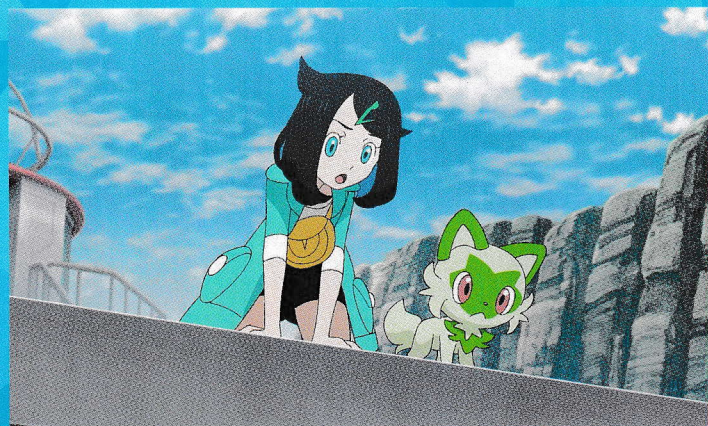
As Fuecoco reaches the edge of the platform, it trips over and slips off the side of the airship into the sea!



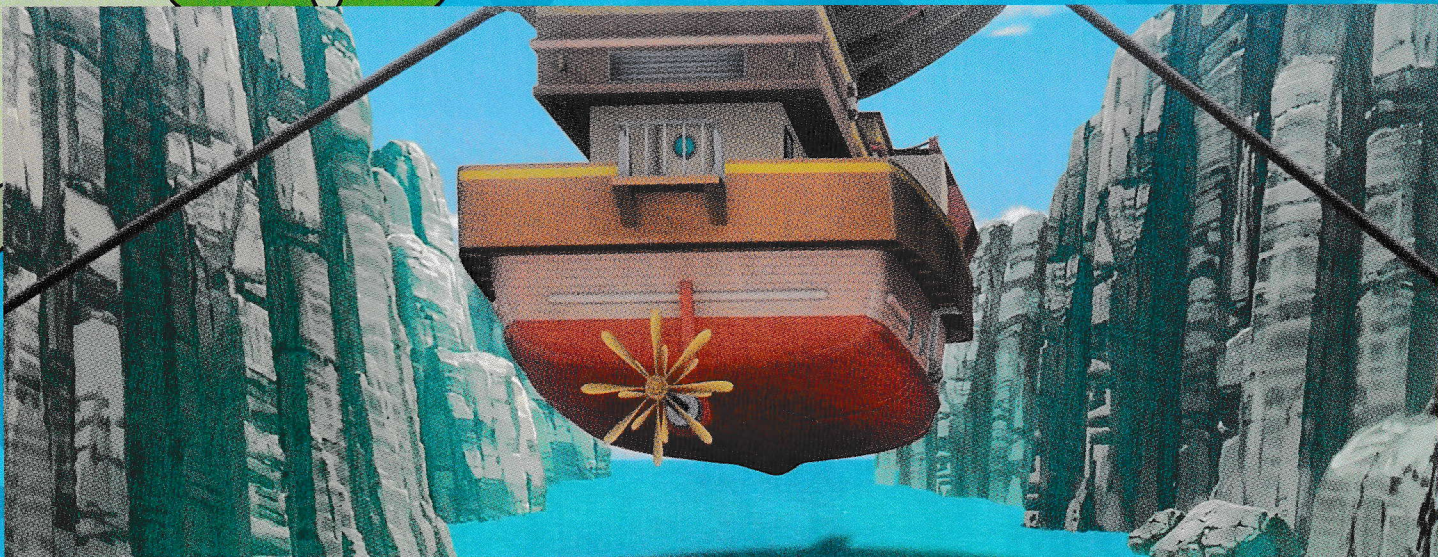
At lunchtime Liko is feeding all the airship's Pokémon. "Wait a minute – where'd Fuecoco go?" she says. She heads off to search around the ship, but can't see anything.



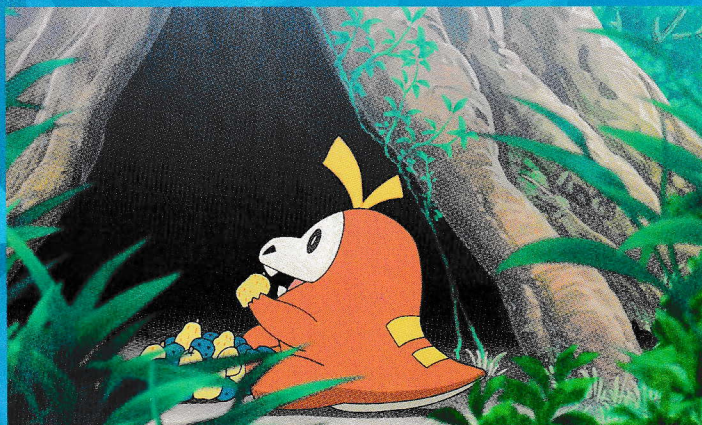
Liko asks Mollie for advice. "Did you check the top deck? When Charizard's gone, it waits there the whole time for it to come back," Mollie says.



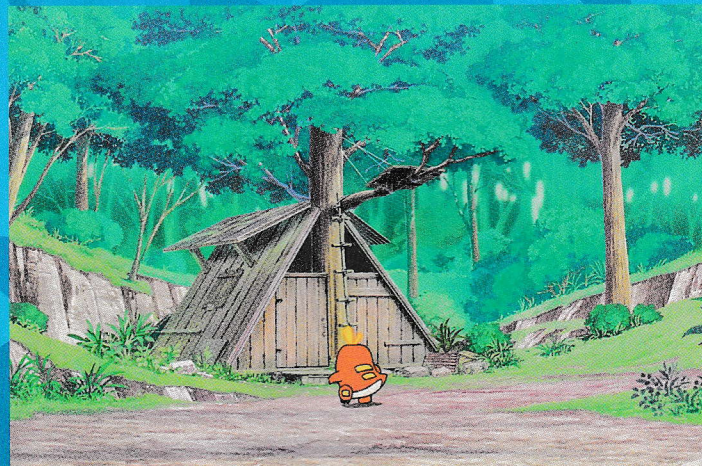
Liko can't see Fuecoco out on deck either. Suddenly, Sprigatito signals to some marks leading to the edge of the platform. **"Fuecoco's fallen off!" Liko realises in horror.**



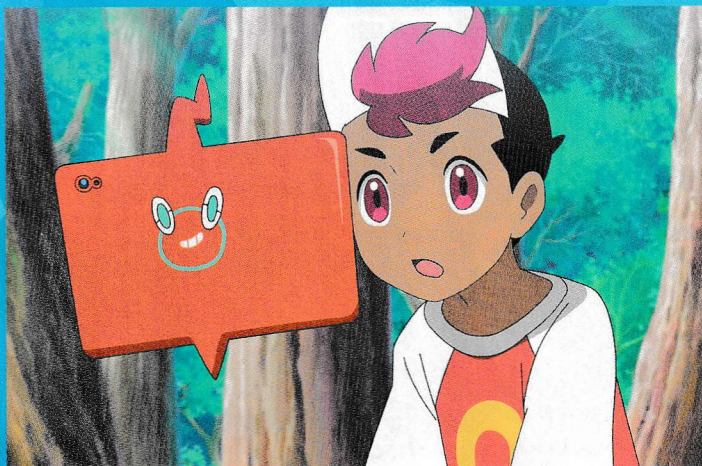
They rush down to the beach and find prints in the sand leading into the forest. "We have to go look for it!" Liko says to Sprigatito.



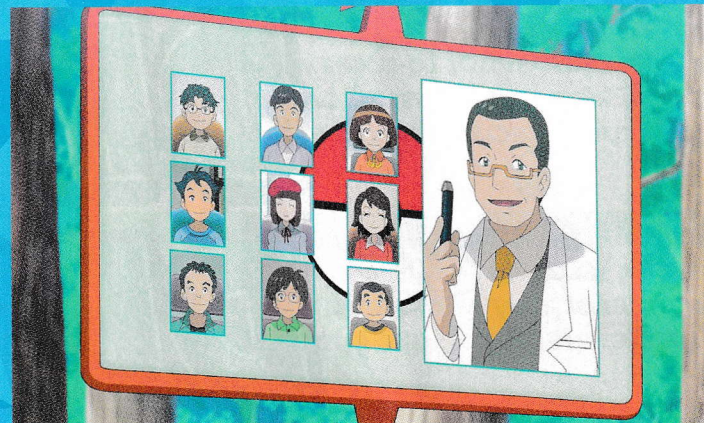
In the forest, Fuecoco is feeling tired and hungry when it catches a sweet scent. **The smell leads it to an enormous berry stash, which Fuecoco immediately starts snacking on.**



Fuecoco eats every last berry, then continues on its adventure until it discovers a secret hideout hidden in the trees.

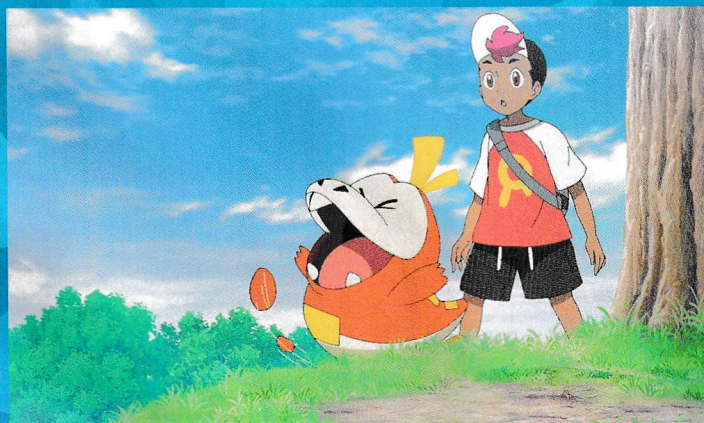


Elsewhere, a student named Roy is also in the woods with his Rotom Phone. He's using it to watch a school lesson while on the move.



All of his classmates are talking about the Pokémon they've caught. "So, all you guys are already Pokémon Trainers. That's so cool! I hope I get to be one soon, too!" he says.

After class he heads to his den to hang out only to find that it's been ransacked. But before he can get too mad, a strange Pokémon call catches his attention.



Roy follows the sound outside and finds Fuecoco singing by itself. "Hey, you've got a great singing voice!" he says. Fuecoco leaps up in surprise and runs away.



"It's okay! You don't have to be scared of me. Please stop running!" Roy shouts. **He follows Fuecoco until he sees the Brave Olivine parked up.** "What is that?" he gasps.

Continued on page 24



DRAWING DECODER!



IF YOUR PIKACHU...

...IS COLOURED IN

Fun seems to follow wherever you are. It's impossible to be bored when you're around because you're so full of ideas.

...IS PART OF A SCENE

You love nothing more than making your friends and family laugh. You pretty much always have a smile on your face!

...IS WITH OTHER POKÉMON

You're super smart and always try your best at everything you do. You're also extremely good at puzzles and solving problems.

...IS BLACK AND WHITE

You often seem shy to others, but you prefer to work in a team than alone. You also have a very kind heart.

...IS SMALL ON THE PAGE

You have lots of talent, but you don't always realise how good you are at things. You should believe in yourself more because you're awesome!

...TAKES UP MOST OF THE SPACE

Nothing really scares you and you love exploring places. You're always the first to volunteer to go on an adventure or try something new.

...HAS WORDS WITH IT

You're chatty and like sharing whatever's on your mind. You're not afraid to be the centre of attention.

...IS BATTLING

Like the Pikachu you drew, you have a competitive side and love to win. Others know not to mess with you in battle!

Once you're finished, turn your magazine upside down to find out what your drawing reveals!

Think about what your poster will include. Are there words on it? or other pictures? What's Pikachu doing?

TIP!
TRAINER

DESIGN
YOUR OWN
PIKACHU
POSTER, then
check to see
what it says
about you!



FANTASTIC FORMS

Different regions can make Pokémon react in strange ways. **CHECK OUT THE CHANGES IN DIGLETT AND DUGTRIO.**



DIGLETT

REGION: KANTO **TYPE:** GROUND

Diglett has very thin skin. If it spends too much time in the light, it gets weak. That's why it spends most of its time underground where it feeds on plant roots.



ALOLAN DIGLETT

REGION: ALOLA **TYPE:** GROUND-STEEL

Alolan Diglett has developed metallic whiskers on its head. It's also gained the Steel-type, making it weaker against Fire-type attacks.



DUGTRIO

REGION: KANTO **TYPE:** GROUND

Dugtrio's three heads make it an expert digger. They bob up and down together to loosen the soil, making it easier for it to burrow and surprise strike its opponents.



ALOLAN DUGTRIO

REGION: ALOLA **TYPE:** GROUND-STEEL

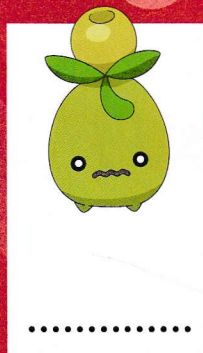
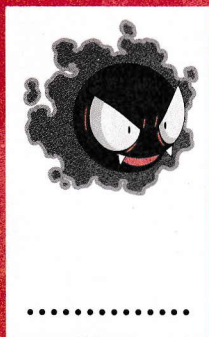
The metal whiskers on its head are heavy but tough. That means it moves slowly, but it can dig through even the hardest bedrock!

NAME GAME

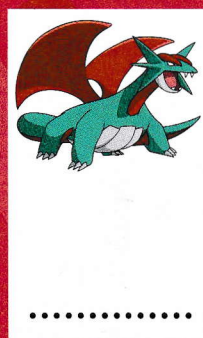
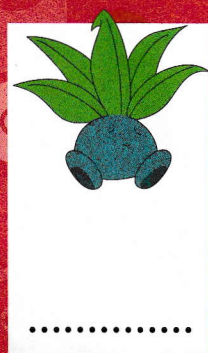


USE THE FIRST LETTER OF EACH POKÉMON NAME
to discover some awesome facts about Bulbasaur.

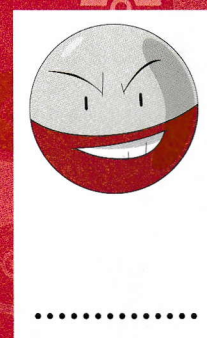
Bulbasaur has two types:



&



As Bulbasaur grows larger, the seed on its back gets...



Gotta catch 'em all!



You found **ONE** Pokémon. Tick the right box
on page 34 to add it to your Puzzle Pokédex!

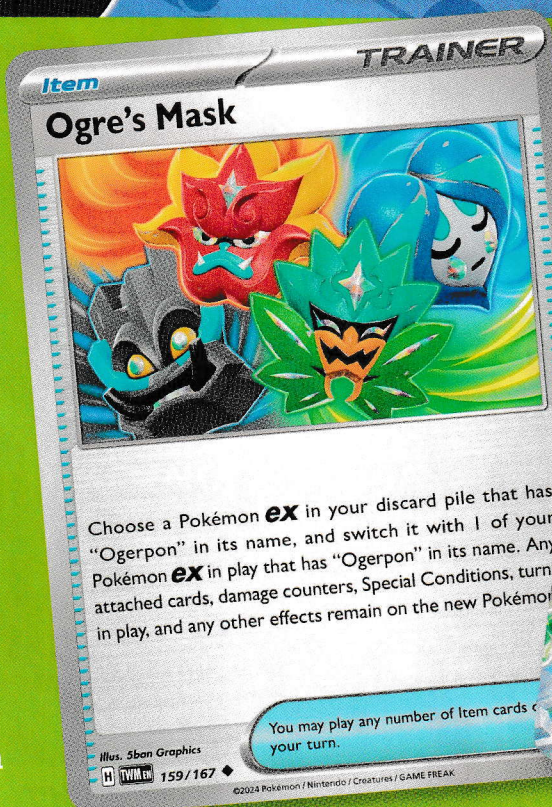
ANSWERS
ON PAGE 35!

LEGENDARY



The Legendary Pokémon **OGERPON** appears as a rainbow of Tera Pokémon ex across four different Energy types in *Scarlet & Violet – Twilight Masquerade*. Since the cards all have different names, you can include up to four copies of each in your deck.

Try pairing the single-Prize **TEAL MASK OGERPON** card with its Pokémon ex counterpart in an energising ⌚ type deck, or your coverage with even more types. The important **OGRE'S MASK** Item card lets you effectively hot-swap your various Ogerpon ex cards.



Prepare your Pokémon for battle with the Pokémon TCG: **Scarlet & Violet** expansion!



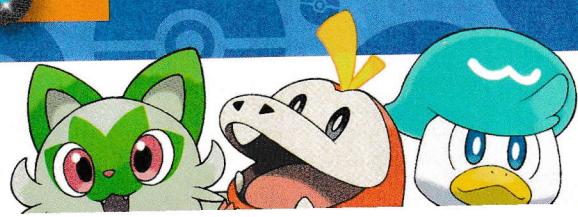
PLAYS

The Legendary Pokémon **Ogerpon** is full of epic Trading Card Game strategies, perfect for taking on all kinds of types!

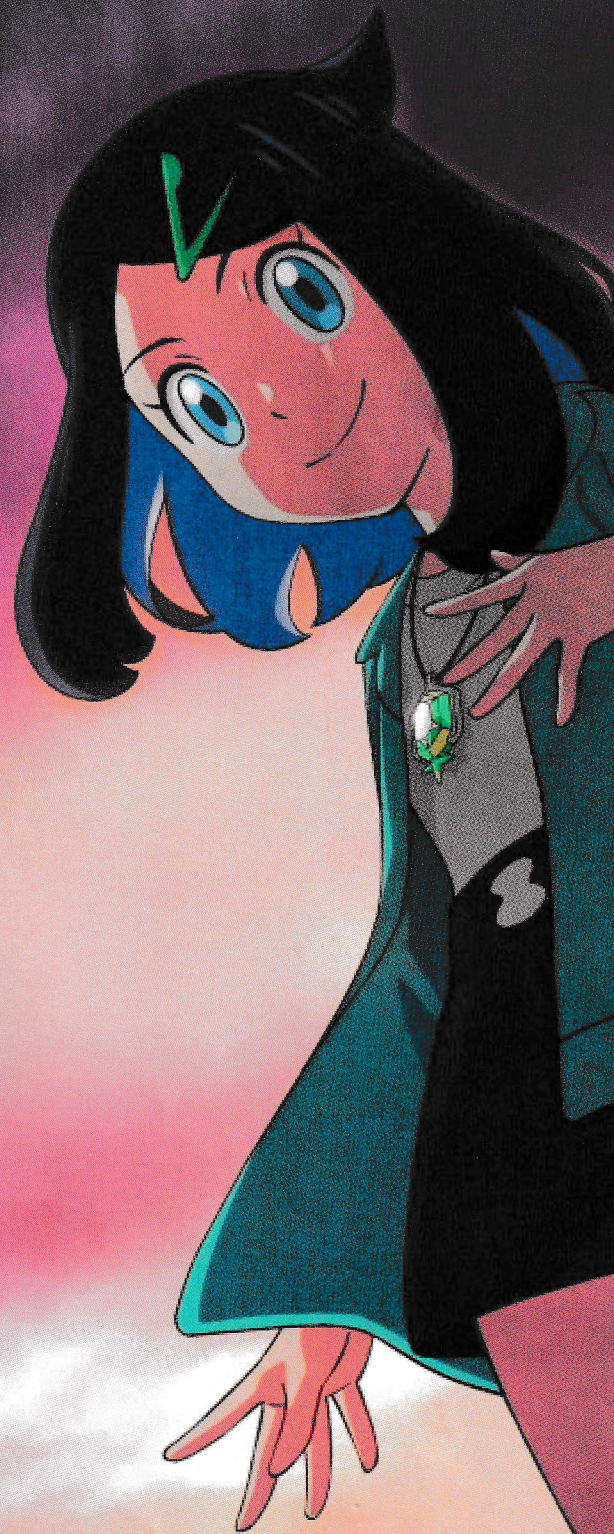


After your opponent retaliates, you could bring in **HEARTHFLAME MASK OGERPON EX** to blast away with **Wrathful Hearth** or call on **CORNERSTONE MASK OGERPON EX** to wall off attacks. With the right strategy, this dynamic deck can slip through an opponent's strategy and hit hard no matter which Pokémon they have in play!

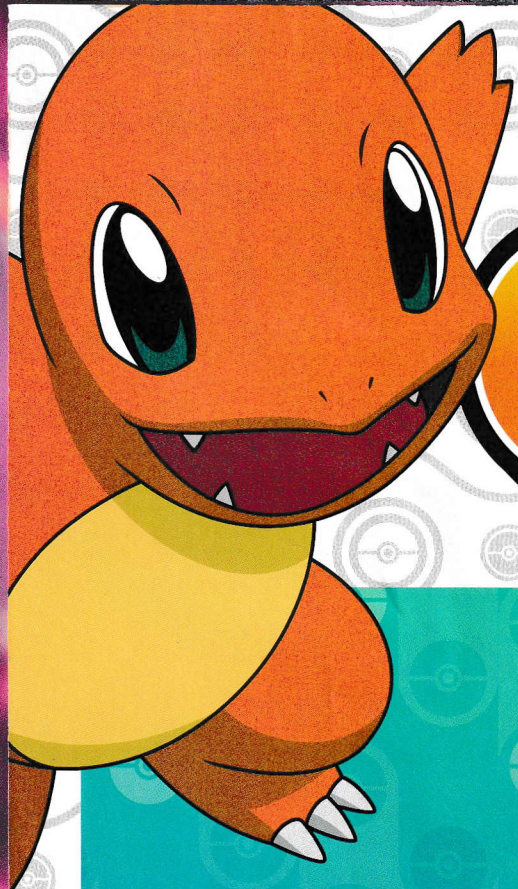
You could start the game off with **TEAL MASK OGERPON EX**, whose Ability lets you accelerate Basic Energy and draw a card, and then quickly change face into **WELLSPRING MASK OGERPON EX** to **Sob** and trap your opponent's Pokémon in the Active Spot.



POKÉMON
HORIZONS
THE SERIES







The ULTIMATE CHARM

1 Which Pokémon is missing from Charmander's Evolution chain?



Use your sticker here



2 Charmander's flame is poisonous.

- A** True ☐
- B** False ☐

4 How tall is Charmander?

- A** 0.6m ☐
- B** 2.1m ☐
- C** 4.0m ☐

3 What type is Charmander?



A ☐



B ☐



C ☐



D ☐

5 If a Charmander is healthy, the flame on the tip of its tail will be stronger.

- A** True ☐
- B** False ☐



MATE ANDER QUIZ!



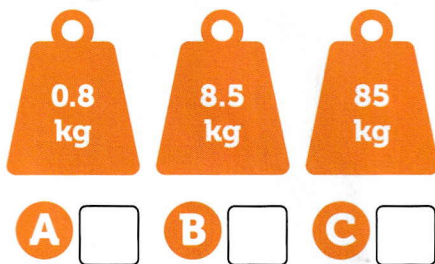
6 Which Pokémon is Charmander weakest against?



TEST YOUR KNOWLEDGE

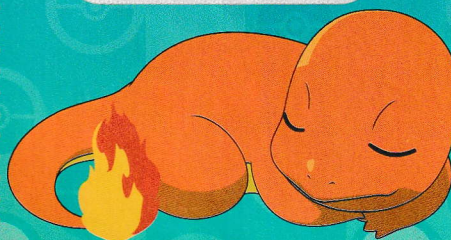
and see if you're a Charmander champion!

7 How much does Charmander weigh?



8 Which of the regions on your sticker sheet is Charmander from?

Use your sticker here



HOW DID YOU DO?

Score a point for each one you got right!

0-3 POINTS

UH-OH!

Ouch! Looks like you got burned. Best get back to studying Charmander again – and stay away from that fiery tail!

4-6 POINTS

ALMOST THERE!

Great effort, Trainer! Keep working hard and one day you'll be ready to train a tiny Charmander into a mighty Charizard.

7-8 POINTS

TOP TRAINER!

Wow, your Charmander knowledge is red-hot. With you as its Trainer, this Pokémon's tail will burn brighter than ever!

Gotta catch 'em all!



You found **THREE** Pokémon. Tick the right box on page 34 to add them to your Puzzle Pokédex!



ANSWERS ON PAGE 35!

JOURNEY To...

THE SINNOH REGION!

CLASSIC SERIES
GUIDE

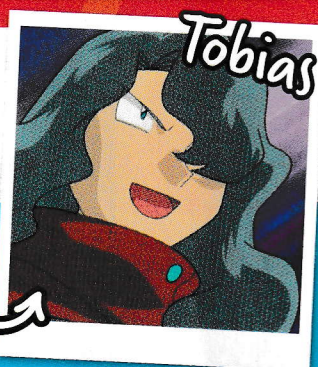
The Sinnoh region is famous for its snowy mountains and huge lakes. Full of legends and myths, many people believe that it was the first region ever created.



TOP TRAINERS!

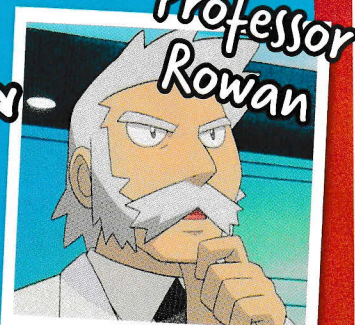
Loads of famous Pokémon Trainers come from the Sinnoh region.

This mysterious Trainer won the Sinnoh League in style, using a Darkrai and Latios to blow away the competition. He's seriously dedicated to battling!



Flint is one of the Region's most famous Trainers, because he's a member of the Sinnoh Elite Four. Challengers have to beat his tough team of Fire types if they want to be Champion.

Sinnoh's top Pokémon researcher is Professor Rowan. He specialises in Evolution and runs the Pokémon Summer Academy for Trainers who want to learn more about Pokémon.



REGION POKÉDEX!

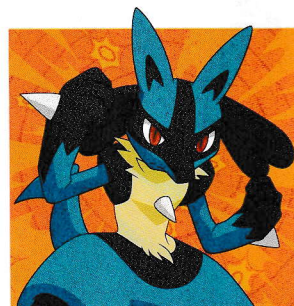
These awesome Pokémon were first discovered in the Sinnoh region!



GABITE
Dragon-Ground



CARNIVINE
Grass



LUCARIO
Fighting-Steel



BUNEARY
Normal

SUPER SQUADS

Check out the winning entries from our competition in issue 91, where we asked you to **'Draw you with your strongest battle team!'**





Roy continues following Fuecoco. After spending more time together, he asks Fuecoco to sing again. At first, it's too shy, but soon singing away happily. Roy loves it!



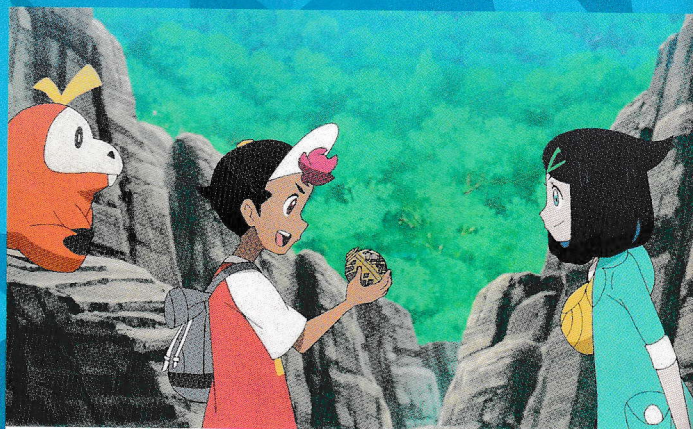
Meanwhile, dozens of Pokémon are chasing Liko through the woods. They think she's the one who ate all their berries! "Really, are they gonna chase us forever?" she says.



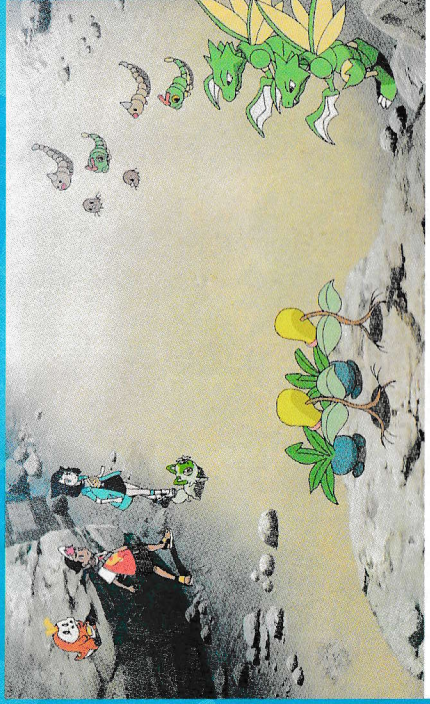
She runs right by Roy, who spots the trouble and thinks fast. First, he throws a rock to distract the angry Pokémon away from Liko, then he helps her up into his tree.



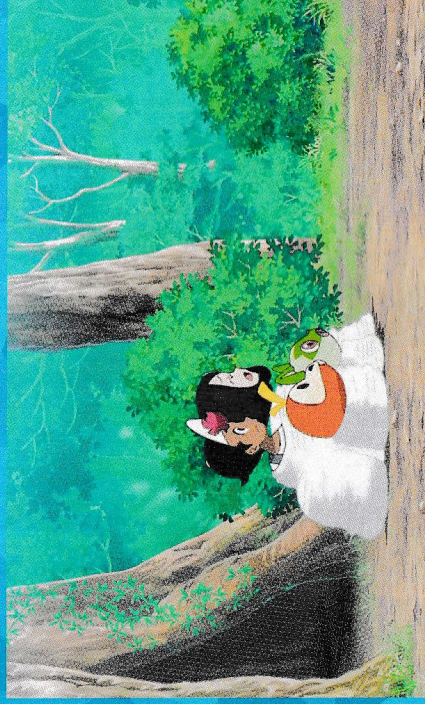
When the Pokémon stampede charge in the wrong direction, they escape to the beach and introduce themselves. "Thank you for saving my life," Liko says.



Roy shows Liko a strange item in his bag. "They say it's called an Ancient Poké Ball. Grampa and I could never get it to open, so he thinks it's empty inside," he says.

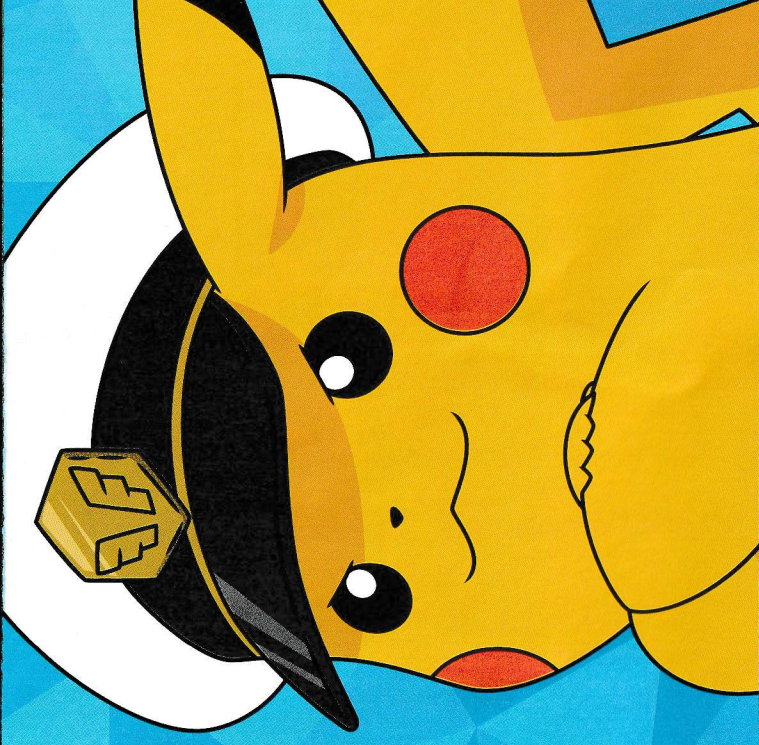
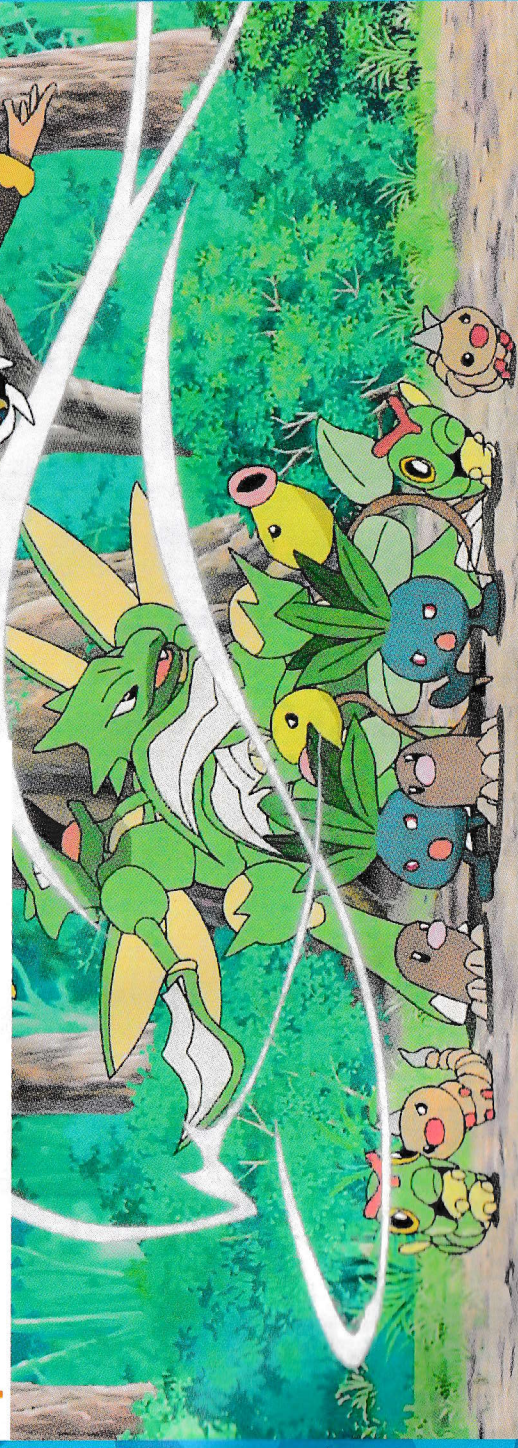


Before Liko can take a closer look, the horde of angry Pokémon from the woods surround them! "Aw, how'd they find us? This is pretty bad!" Roy says.



Sprigatito and Fuecoco try to fight them off, but there's too many of them. **The Pokémon tie them up in a web and drag them back to where the berry stash once was.**

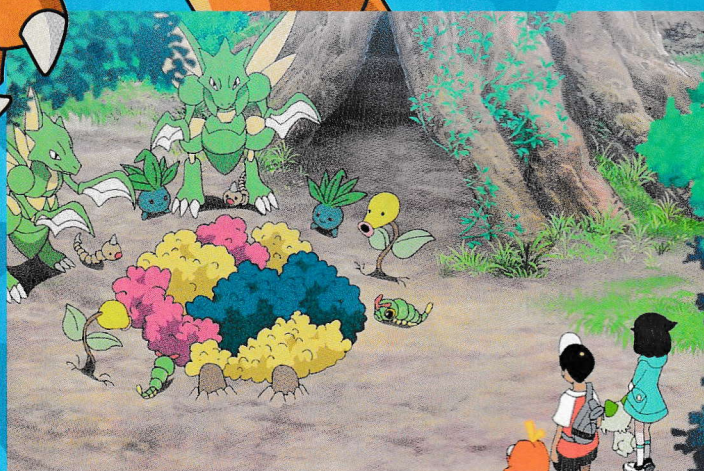
The forest Pokémon use String Shot to tie up Friede and Cap, but they're too fast. **They dodge each attack and cause the Pokémon tie each other up instead!**



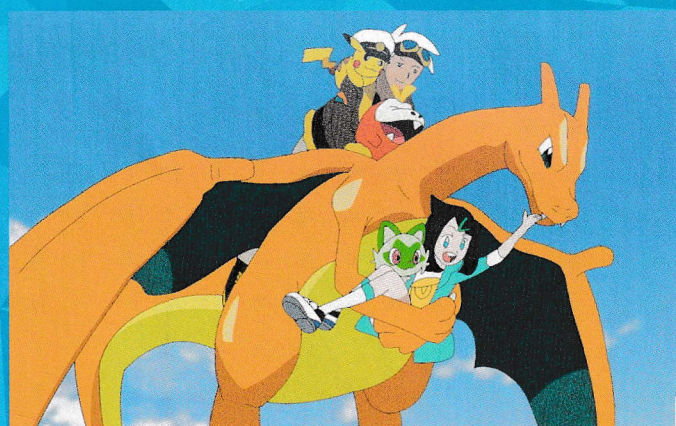
Luckily, Friede and Captain Pikachu arrive after a local villager saw the trouble and raised the alarm. "Liko! How'd you end up out here?" he says.



"That's good... only the finishing touches, now..." Friede says, giving each Pokémon a berry to calm them down. Luckily it works a treat!



"Okay, Liko. We have to be heading back now," Friede says. **But before they go, Liko insists they find more berries to restock the Pokémon's supply.**



Once they've finished, Liko and Fuecoco head back to the airship with Friede. "Bye, hope to see you again soon!" she calls. **Roy waves her off, but he feels sad when they leave.**



After meeting Fuecoco and Liko, Roy's dreams of adventure burn brighter than ever. But will he see his new friends again? Find out next time!

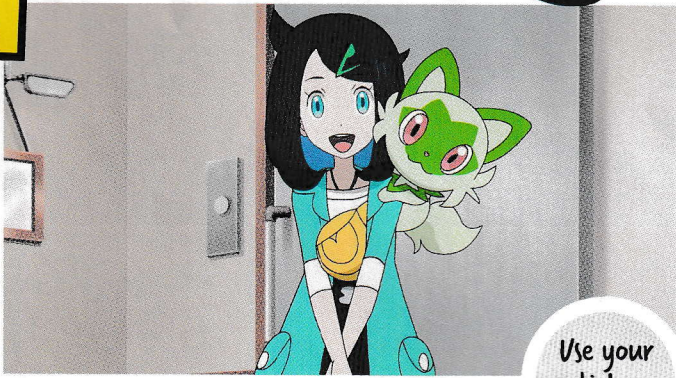


COMIC QUIZ!

Now you've read the comic, see if you can **ANSWER ALL THESE QUESTIONS!**



1



Which Pokémon does Liko find singing?

Use your sticker here

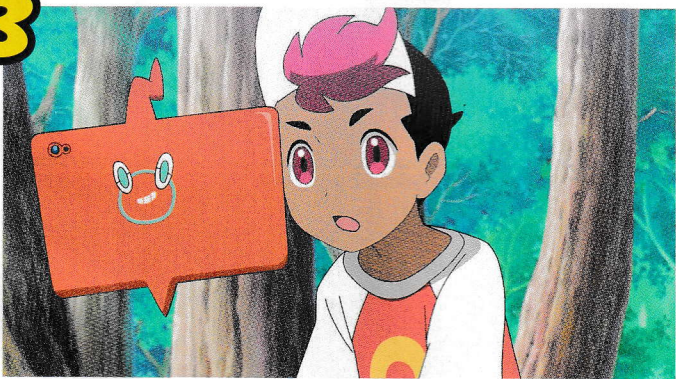
2



What does Fuecoco find in the woods?

A Berries ☐ B Friede ☐ C Liko's pendant ☐

3



Roy is watching Nidoking videos on his Rotom Phone.

True ☐
False ☐

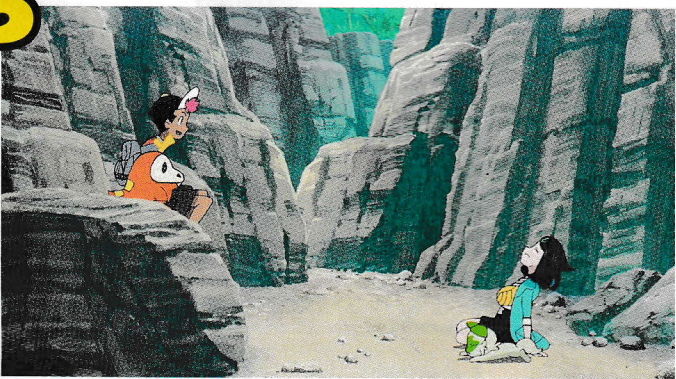
4



Which Pokémon is part of the angry Pokémon stampede?

Use your sticker here

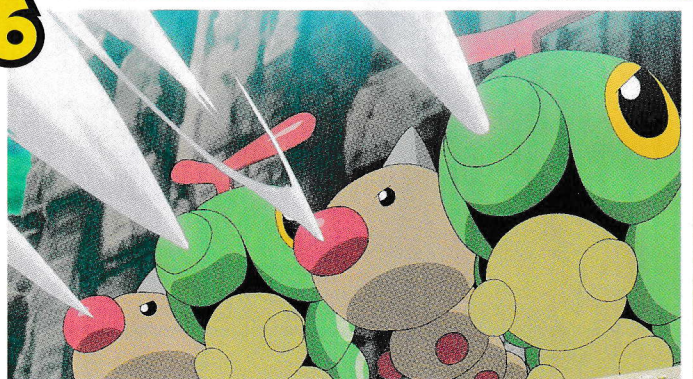
5



What treasure does Roy show to Liko?

Use your sticker here

6



What move do the forest Pokémon use?

Use your sticker here

Gotta catch 'em all!



You found **TWO** Pokémon. Tick the right box on page 34 to add them to your Puzzle Pokédex!



ANSWERS ON PAGE 35!

PUZZLE FUN!

SNEASEL SUDOKU



Using your stickers, **FILL IN THE GRID BELOW** so that each Pokémon only appears once in each row and column.

	Use your sticker here				
					Use your sticker here
			Use your sticker here		
Use your sticker here					
				Use your sticker here	
		Use your sticker here			

→ The next column goes down ↓

ODD ONE OUT

Dark-type

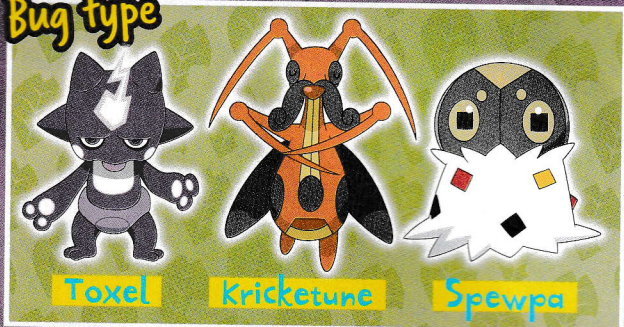


Can you **CIRCLE** the Pokémon that **DOESN'T MATCH** the type?

Ice type



Bug type

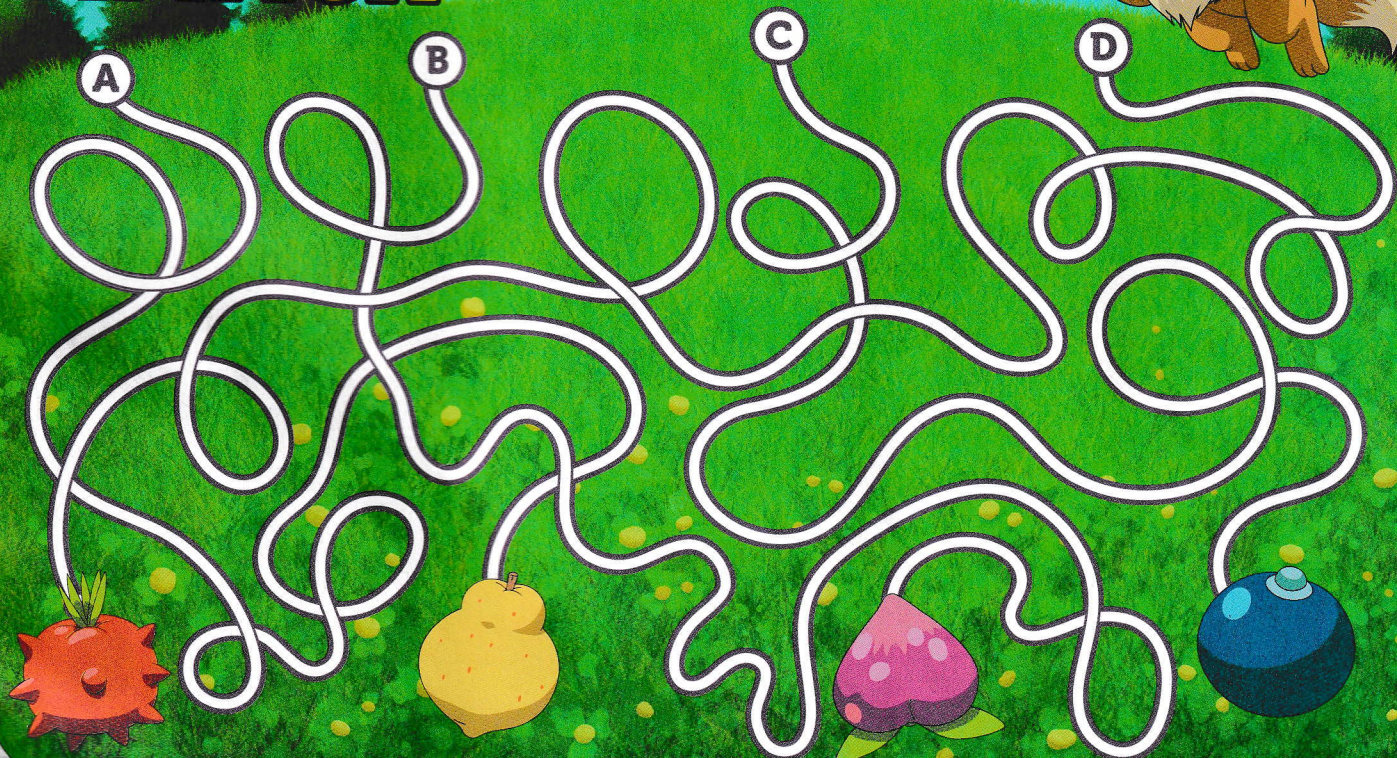
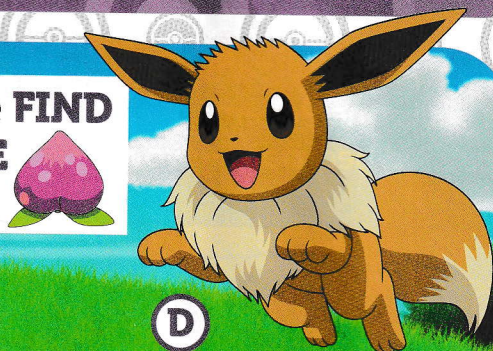


Fairy type



SNACK ATTACK

Can you help Eevee **FIND THE RIGHT ROUTE** to the Pecha Berry?



Gotta catch 'em all!



You found **TEN** Pokémon. Tick the right box on page 34 to add them to your Puzzle Pokédex!



ANSWERS ON PAGE 35!



POKÉMON POST

All your
letters,
emails,
drawings
and pics!



ETHAN

This is one Pokémon-packed bedroom – wow!



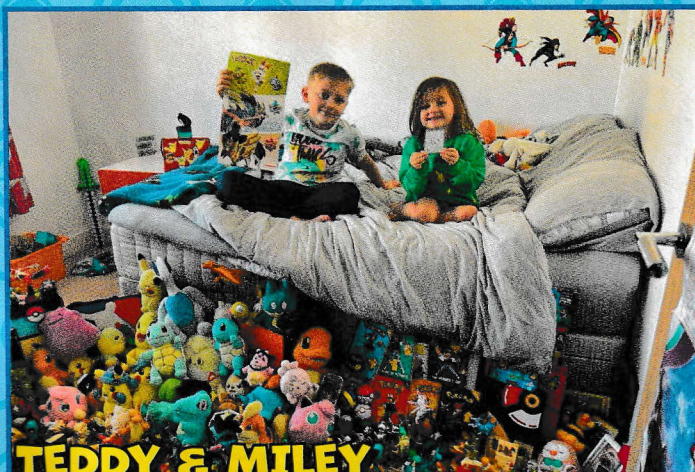
FINLAY

Check out these incredible drawings created by Finlay.



ZACK

There's nothing better than chilling with your top team!



TEDDY & MILEY

Brother and sister duo Teddy and Miley have an awesome collection.



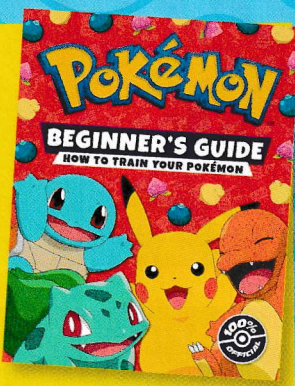
ELLIS

This Trainer has caught loads of cool Pokémon on their adventures.

WIN!

Every lucky reader on this page has won a copy of the book:

Beginner's Guide from Farshore.



GET IN TOUCH:

Send us your Pokémon post and you could win a prize!

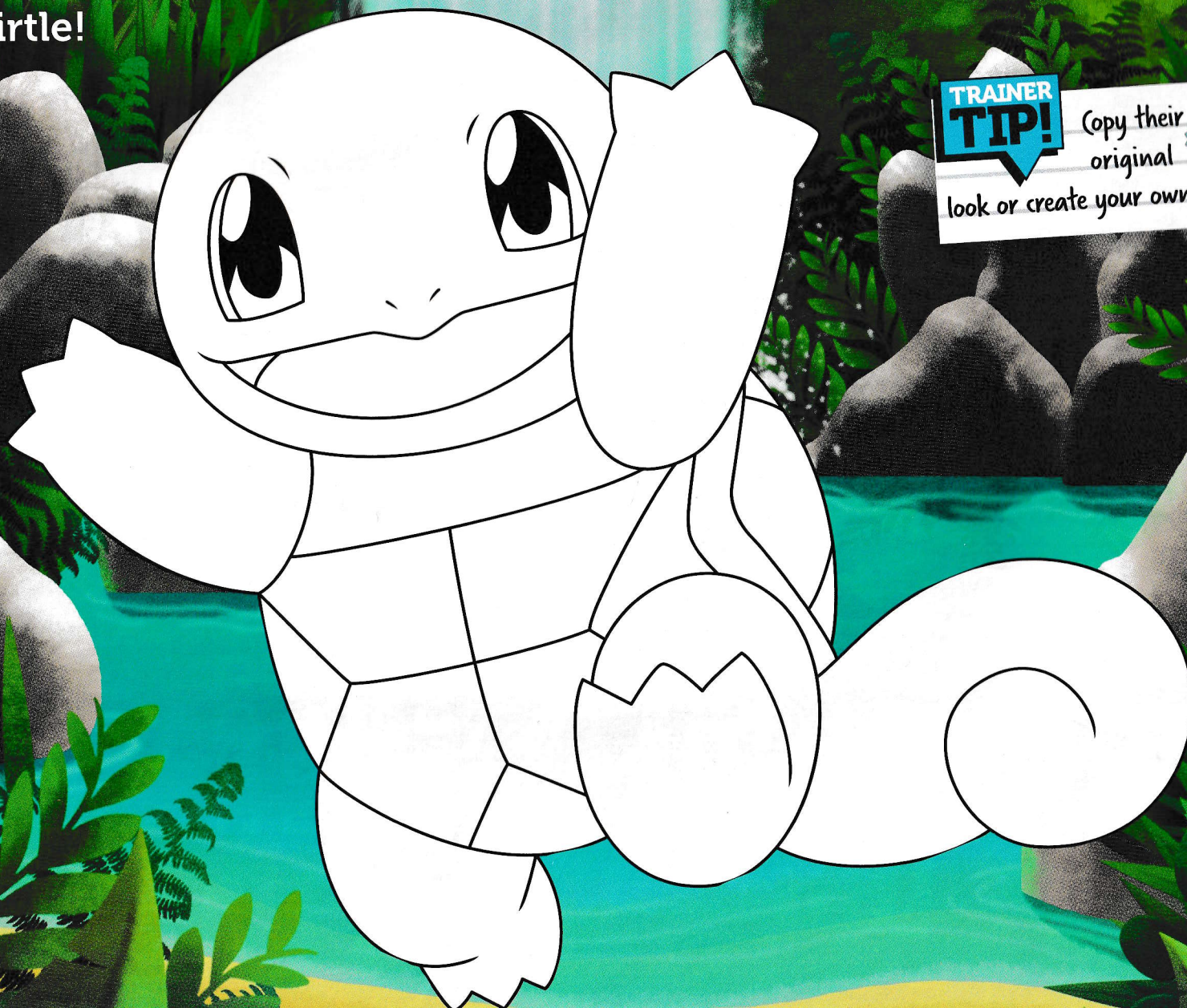
Write to: Pokémon Magazine, Vineyard House, 44 Brook Green, London W6 7BT

Email: Pokemonmag@immediate.co.uk

You must be a UK resident, have a parent/guardian's permission and include your name, age and address so we can send you a prize if you win. Sorry, but we can't return any post. By sending us post, you are giving us permission to print it in a future issue of a magazine. For full competition rules, see page 35.

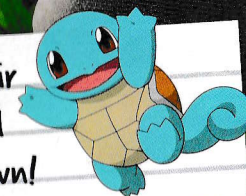
COOL COLOURING!

With Squirtle!



**TRAINER
TIP!**

Copy their
original
look or create your own!



GARDEVOIR

They're both known for their Psychic powers, but which of these Pokémon wins this brainy battle?

Gardevoir unleashes psychokinetic energy at full power when protecting a Trainer it has bonded closely with.

Fast facts:

TYPE

Psychic-Fairy

HEIGHT

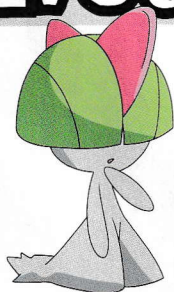
1.6m

WEIGHT

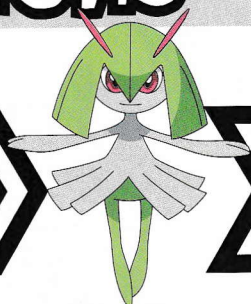
48.4kg



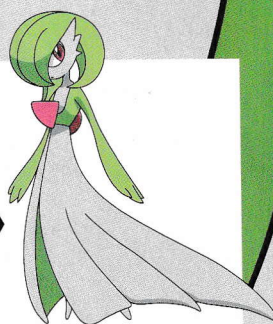
Evolutions



Ralts



Kirlia



Gardevoir

My winner is...

Use your
sticker
here

ALAKAZAM

It has an incredibly high level of intelligence. Some say that **Alakazam** remembers everything that ever happens to it, from birth till death.

Fast facts:

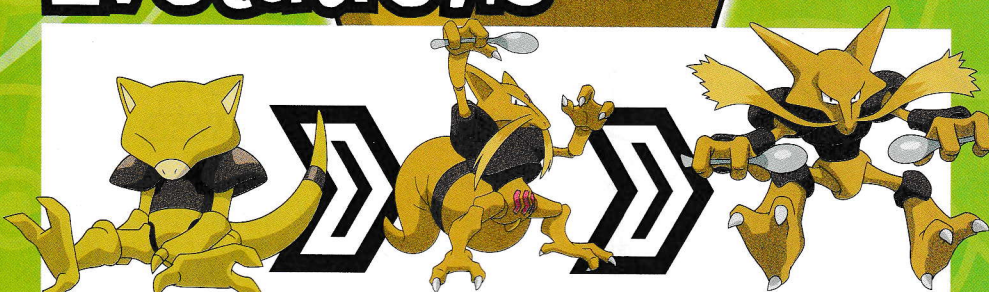
TYPE Psychic

HEIGHT 1.5m

WEIGHT 48.0kg



Evolution



Abra

Kadabra

Alakazam

OVER TO YOU!

Now choose your winner by sticking either your **Gardevoir** or **Alakazam** sticker here...



Gotta catch 'em all!™

Puzzle Pokédex

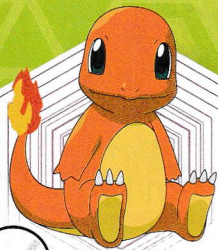
Find the Pokémon in each puzzle,
then tick them off on this page!



BULBASAU

TYPE Grass-Poison
HEIGHT 0.7m WEIGHT 6.9kg

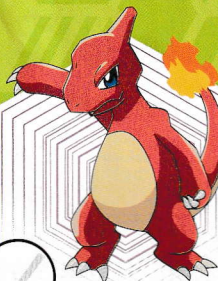
For some time after its birth, it uses the nutrients that are packed into the seed on its back in order to grow.



CHARMANDER

TYPE Fire
HEIGHT 0.6m WEIGHT 8.5kg

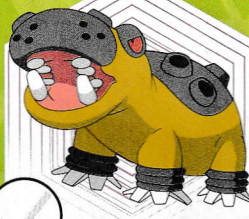
The flame on its tail shows the strength of its life-force. If Charmander is weak, the flame also burns weakly.



CHARMELEON

TYPE Fire
HEIGHT 1.1m WEIGHT 19.0kg

It is very hotheaded by nature, so it constantly seeks opponents to battle against. Its aggression will not be quelled if it doesn't win.



HIPPOWDON

TYPE Ground
HEIGHT 2.0m WEIGHT 300.0kg

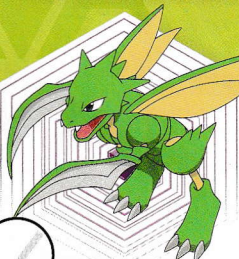
It is surprisingly quick to anger. It holds its mouth agape as a display of its strength.



FUEGOCO

TYPE Fire
HEIGHT 0.4m WEIGHT 9.8kg

It lies on warm rocks and uses the heat absorbed by its square-shaped scales to create fire energy.



SCYTH

TYPE Bug-Flying
HEIGHT 1.5m WEIGHT 56.0kg

The sharp scythes on its forearms become increasingly sharp by cutting through hard objects.



ZANGOOSE

TYPE Normal
HEIGHT 1.3m WEIGHT 40.3kg

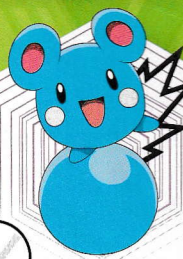
It's Seviper's archrival. To threaten those it encounters, it fans out the claws on its front paws.



GIBLE

TYPE Dragon-Ground
HEIGHT 0.7m WEIGHT 20.5kg

It skulks in caves, and when prey or an enemy passes by, it leaps out and chomps them. The force of its attack sometimes chips its teeth.



AZURILL

TYPE Normal-Fairy
HEIGHT 0.2m WEIGHT 2.0kg

Its tail bounces like a rubber ball. It flings that tail around to fight opponents bigger than itself.



VOLTORB

TYPE Electric
HEIGHT 0.5m WEIGHT 10.4kg

It rolls to move. If the ground is uneven, a sudden jolt from hitting a bump can cause it to explode.



CACNEA

TYPE Grass
HEIGHT 0.4m WEIGHT 51.3kg

It lives in arid locations. Its yellow flowers bloom once a year.



SLUGMA

TYPE Fire
HEIGHT 0.7m WEIGHT 35.0kg

Its lava body can cool and chip away at times, but a magma bath will heal it right up.



DUSKULL

TYPE Ghost
HEIGHT 0.8m WEIGHT 15.0kg

In the dead of night, these Pokémon wander through towns in search of children, whose vital energy is a Duskull's favourite food.



GREAVARD

TYPE Ghost
HEIGHT 0.6m WEIGHT 35.0kg

This friendly Pokémon doesn't like being alone. Pay it even the slightest bit of attention, and it will follow you forever.



TOXEL

TYPE Electric-Poison
HEIGHT 0.4m WEIGHT 11.0kg

It has no problem drinking dirty water. An organ inside Toxel's body filters such water into a poisonous liquid that is harmless to Toxel.



ILLUMISE

TYPE Bug
HEIGHT 0.6m WEIGHT 17.7kg

Illumise uses its sweet scent to guide Volbeat, having them form over 200 patterns in the night sky.

Gotta catch 'em all!™

Puzzle Pokédex

Find the Pokémon in each puzzle,
then tick them off on this page!



BULBASAUR

TYPE Grass-Poison

HEIGHT 0.7m WEIGHT 6.9kg

For some time after its birth, it uses the nutrients that are packed into the seed on its back in order to grow.



CHARMANDER

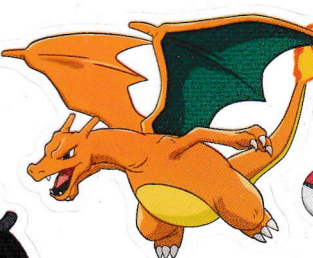
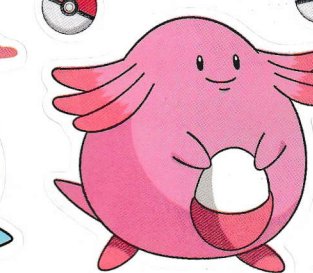
TYPE Fire

HEIGHT 0.6m WEIGHT 8.5kg

The flame on its tail shows the strength of its life-force. If Charmander is weak, the flame also burns weakly.



PAGE 28 SNEASEL SUDOKU

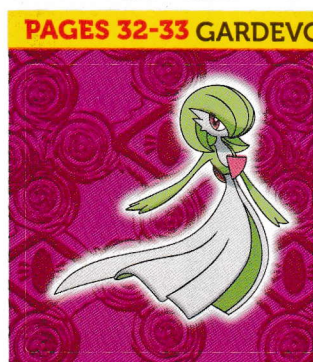
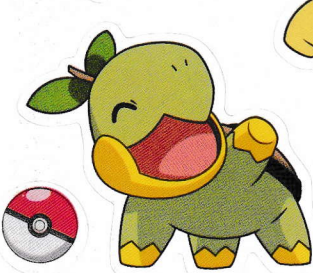
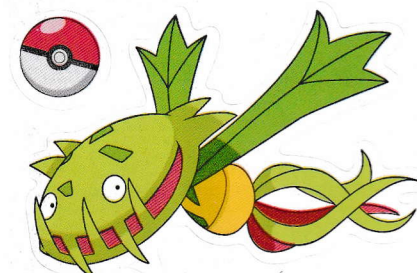


ZANGOOSE

TYPE Normal

HEIGHT 1.3m WEIGHT 40.3kg

It's Seviper's archrival. To threaten those it encounters, it fans out the claws on its front paws.



PAGES 32-33 GARDEVOIR VS ALAKAZAM

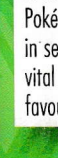
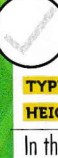


SLUGMA

TYPE Fire

HEIGHT 0.7m WEIGHT 35.0kg

Its lava body can cool and chip away at times, but a magma bath will heal it right up.



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POKÉMON

NEW MAG IN STORES WEDNESDAY 2 OCTOBER

EPIC GIFTS!*

CHARIZARD LAUNCHER



EEVEE EVOLUTION DRAWSTRING BAG



AWESOME STICKERS!

*Gifts may vary with selected retailers. Please ensure you're happy with your selection prior to purchasing.

ANSWERS

PAGE 2 SPOT THE DIFFERENCE



PAGE 15 NAME GAME

Bulbasaur has two types:
GRASS + POISON
As Bulbasaur grows
larger, the seed on its
back gets... **BIGGER**



PAGES 20-21 THE ULTIMATE CHARMANDER QUIZ

- 1 Charmeleon
- 2 False
- 3 C - Fire
- 4 A - 0.6m
- 5 True
- 6 C - Hippowdon
- 7 B - 8.5kg
- 8 Kanto



PAGE 27 COMIC QUIZ

- 1 Faeoco
- 2 A - Berries
- 3 False
- 4 Scyther
- 5 Ancient Poké Ball
- 6 String Shot



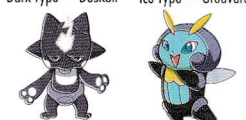
PAGE 28 SNEASEL SUDOKU



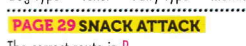
PAGE 29 ODD ONE OUT



Dark type - Duskull Ice type - Greavard



Bug type - Toxel Fairy type - Illusmir



PAGE 29 SNACK ATTACK

The correct route is B



COMPETITION RULES: The Promoter is Immediate Media Company London Limited (Company number 06189487), registered address, Vineyard House, 44 Brook Green, London W6 7BT. Please make sure that we have your entries by 11.59pm on 9 October 2024. 1. You need permission from your parent/guardian before you can enter the competition. 2. You can enter if you live in England, Scotland, Wales, Northern Ireland or the Channel Islands, unless someone who lives in your house works for Immediate Media Company. 3. By entering the competition, you promise to us that you have read these rules and that you will follow them. 4. We can't include entries which arrive too late and we can't accept responsibility if your entry is lost. 5. The winning letters from the letters page are selected at the editor's discretion. 6. Entries for any drawing competitions will be judged on creativity by the editorial team and an independent judge. If your picture is sent to us, you keep the copyright but grant all Immediate Media Company magazines, websites and other businesses, a free and unlimited licence to use, edit and reproduce your picture in our products and in marketing. For question competitions, winning entrant(s) will be the first correct entry/entries drawn at random from all the correct entries after the closing date. 7. The winning entrants for the survey will be drawn at random from all the entries after the closing date. 8. The Promoter's decision as to the winner(s) is final. 9. One entry per household. We don't allow bulk entries or entries made by other people on your behalf. We will disqualify all entries which break this rule. 10. If you win, you will receive the prize described. We won't swap the prize for cash. If there's ever a reason why we can't give you exactly the same prize, we'll give you something just as good or better instead. 11. Winners will be contacted within 28 days of a competition closing date, either by post, telephone or email. However, where there are a number of prizes these may be sent to the winners without us contacting them first. Prize fulfilment will be within 28 days from the date we receive the winners' address details. 12. If we contact you to tell you that you're a winner, but you don't reply within 28 days, we may have to offer the prize to a runner-up or give it away in a future competition. 13. The Promoter reserves the right to amend these terms and conditions or to cancel, alter or amend the promotion at any stage, if deemed necessary in its opinion, or if circumstances arise outside of its control. 14. We will not be liable for any loss, damage or injury to you which is connected to you entering the competition or accepting any prize. 15. The promotion is subject to the laws of England. 16. Your details: We will use your name, address and any other details that you give us to run this competition. If you win, we will pass them to the person who's providing the prize so that they can post it to you, and we may use your first name in the magazine or on our website but we won't provide them to anyone else without your permission. Immediate Media's privacy policy can be viewed here: www.immediate.co.uk/privacy-policy. You can find out the winner's first name and county once the competition is over by sending a stamped addressed envelope within two months of the closing date to Pokémon Magazine, Immediate Media, Fourth Floor, Vineyard House, 44 Brook Green, London W6 7BT. Remember to tell us which magazine issue and competition you'd like to know about. The Promoter will contact winners and give them the opportunity to object or limit the amount of information shared.

POKÉMON
Gotta catch 'em all



VAPOREON



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CA

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